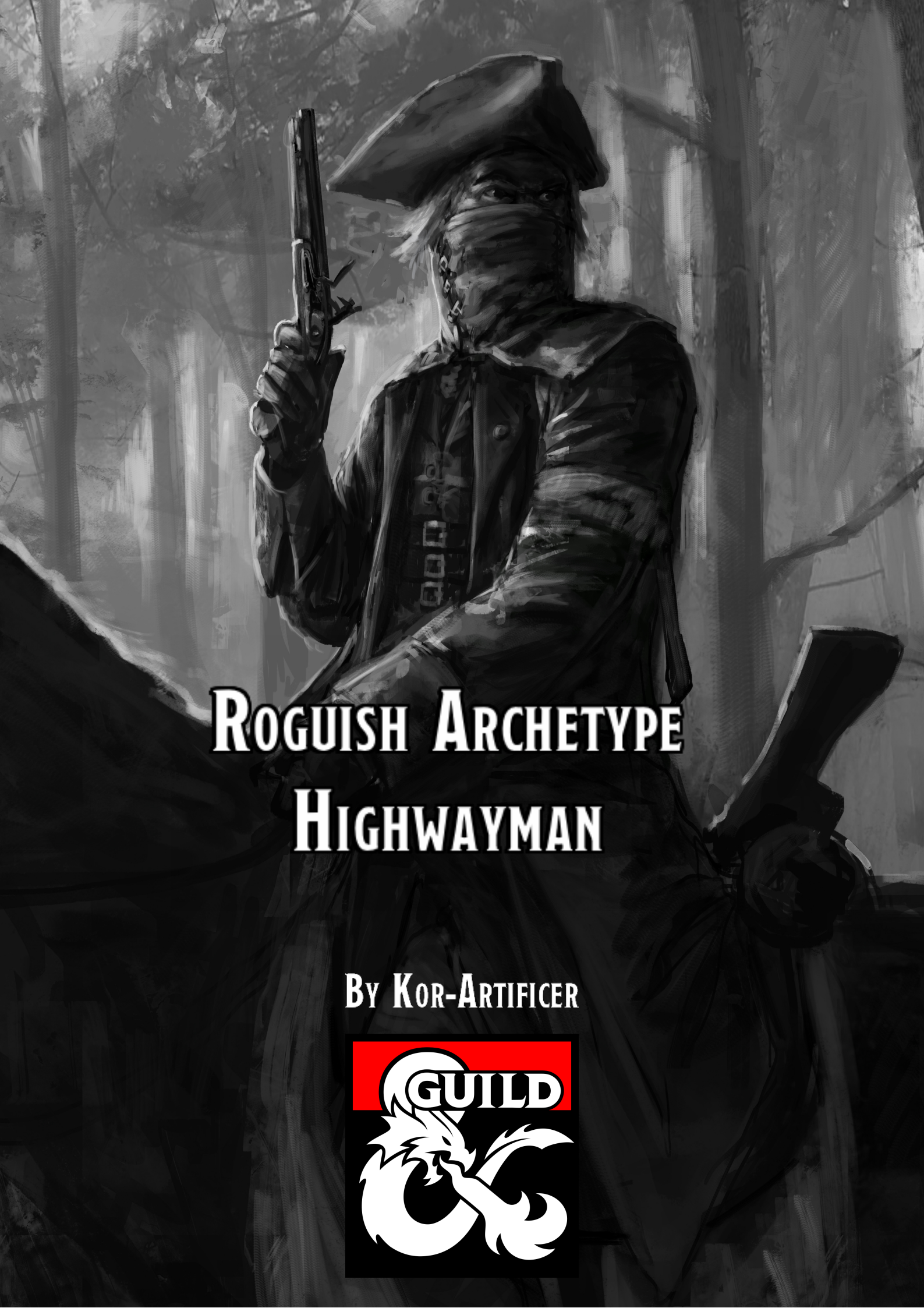




ROGUSH ARCHETYPE HIGHWAYMAN

BY KOR-ARTIFICER



ROGUISH ARCHETYPE:

HIGHWAYMAN

Rather than simply mastering pickpocketing stealth, your preferred method of thievery is daylight robbery, where you wield fear as potently as any physical weapon. A skilled highwayman need only brandish their weapon and call out a threat to gain the terrified attention of all those in the highwayman's sights.

Highwaymen tend to eschew the ties to civilization that other rogues keep, operating in stretches of unwatched wilderness, where their victims find themselves cut off and unable to call for aid. An isolated target like an unguarded carriage is the perfect score for a highwayman.

Due to the remote nature of their work, the best highwaymen are not only skilled intimidators, but masterful riders as well, practiced at making a quick getaway. For a highwayman with an infamous reputation, riding out from the shadows and drawing a weapon can be enough to leave their foes frozen in fear.



HIGHWAYMAN FEATURES

STAND AND DELIVER

When you choose this archetype at 3rd level, you develop skills in shock-intimidation, bursting or riding out from the shadows to bring a moment of sudden terror. If you attempt to make a Charisma (Intimidation) check against a creature or creatures that is unaware of you at the start of your turn, you can increase the result of your roll by the number of bonus dice you gain for sneak attack damage.

ARMED AND DANGEROUS

Starting at 3rd level, you gain proficiency with martial ranged weapons. While you have a ranged weapon that you are proficient with drawn, you can use your proficiency bonus + your Dexterity modifier instead of using your Charisma (Intimidation) bonus when you make a Charisma (Intimidation) check.

FEARMONGER

Beginning at 9th level, you inspire true terror in those that you intimidate. When a you succeed on a Charisma (Intimidation) check against a creature, that creature must make a Wisdom saving throw against your Fear DC. On a failed save, the creature becomes frightened of you.

Fear DC = 8 + your Charisma (Intimidation) bonus

Fear DC (when using the *Armed and Dangerous* feature) = 8 + your proficiency bonus + your Dexterity modifier

SWIFT RIDER

Beginning at 13th level, you have mastered the art of a quick getaway. You increase your movement speed, and the movement speed of any mount you are riding by 5. In addition, when your mount makes a dash action, your mount gains advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks made during that movement, such as checks made to continue riding for a great distance, or to jump over obstacles.

FROZEN IN TERROR

At 17th level, your threats leave others too scared even to run. When a creature fails a Wisdom saving against your Fear DC, that creature reduces its speed to 0 for one round.

CREDITS

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ARTWORK

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